CLAIMS:

Sub. D¹⁾   1.   A method for operating a video game, said method comprising the steps of:

enabling a player to interact with a gaming environment,

machine-detecting a score and/or performance of the player in a particular

5   session,

backfeeding into the gaming environment a representation of said score and/or performance in visual form through an item that identifies the player in question,

said method being characterized by automatically taking up a video image of the player in question as said representation for subsequent video display in said gaming

10 environment.

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B'   2.   *B'*   A method as claimed in Claim 1, furthermore comprising a ranking step among players in respectively successive playing sessions, and displaying an image of one or more high-ranking players in a relatively persistent manner with respect to subsequent playing sessions.

15 3.   A method as claimed in Claims 1 or 2, for use in a multiple player environment, wherein said video image is selectively cross-wise fed back to said multiple players.

4.   A method as claimed in Claims 1 or 2, wherein said video image is made part of a composite image with one or more selected items taken from memory.

20 5.   A method as claimed in any of Claims 1 to 4, and allowing said player to suppress during said session a presentation of said actual score, performance and/or video image to said backfeeding.

Sub. D²⁾   6.   A video game system being arranged for running a video gaming environment, comprising a user interface for enabling a player to interact with the gaming

25 environment, detection means for detecting a score and/or performance of the player in question, backfeeding means for backfeeding into the gaming environment a representation of said score and/or performance in visual form through an item that identifies the player in question,

characterized by having camera means for automatically taking up a video

image of the player in question as said representation for subsequent video display in said gaming environment.

7.   A system as claimed in Claim 6, furthermore comprising ranking means for relatively ranking players in respectively successive playing sessions, and control means

5   fed by said ranking means for displaying images of high-ranking players in a relatively persistent manner with respect to subsequent playing sessions.

8.   A system as claimed in Claims 6 or 7, arranged for implementing a multiple player gaming environment, and having cross-wise communication means for selectively cross-wise backfeeding said video image to said multiple players.